# DexProtector Enterprise Features Breakdown

|  | Base | Additional |
|---|---|---|
| ANDROID PLATFORMS | | |
| Stock Devices (Android v4-10.x+) | X | |
| AOSP-Based Builds | X | |
| • CyanogenMod | X | |
| • Custom Firmware | X | |
| Blackberry Android Implementation | | X |
| YunOS | | X |
| Security Enhanced Android | | X |
| Hardware Architectures | | |
| • ARM | X | |
| • X86_32 | X | |
| • X86_64 | X | |
| • NEON | | PER REQUEST |
| • MIPS | | PER REQUEST |
| IOS PLATFORMS | | |
| iOS | X | |
| watchOS | | PER REQUEST |
| tvOS | | PER REQUEST |
| MODULES | | |
| DexProtector Crypto Module (Virtual Trusted Execution Environment) | | X |
| TARGET TYPES | | |
| Android Applications | X | |
| Android Wear and Android TV Applications | X | |
| Android Things | X | |
| Android Platform Applications | | X |
| Dynamic APKs | | X |
| Android Libraries | X | |
| iOS Applications | X | |
| iOS Frameworks | | X |
| PLATFORM FRAMEWORKS | | |
| Google Play Licensing | X | |
| Google Play In-app Billing | X | |
| Amazon Licensing | X | |
| APPLICATION FRAMEWORKS | | |
| Cordova/PhoneGap | X | |
| B4A | X | |
| Cocos2d | X | |
| Unity2D/3D | | X |
| Xamarin | | X |
| DEVELOPMENT PLATFORMS SUPPORT | | |
| Android Studio | X | |
| Eclipse | X | |
| Gradle | X | |
| Maven | X | |

| | | |
|---|---|---|
| Ant | X | |
| **CODE PROTECTION** | | |
| Secure String Encryption | X | |
| Secure Class Encryption | X | |
| • Encryption of entire classes.dex (incl. Application, Activities, ContentProviders, Receivers) | X | |
| • Multidex support | X | |
| Native Code Obfuscation | X | |
| Native Code Encryption | X | |
| Native Code Anti-Debugging (gdb) | X | |
| CallHiding via Native invokedynamic Engine | X | |
| Field Access and Field Types Hiding via Native invokedynamic Engine | X | |

| | | |
|---|---|---|
| **CONTENT PROTECTION** | | |
| Resource Encryption | X | |
| Resource Names Obfuscation (resources.arsc) | X | |
| AndroidManifest Obfuscation | | X |
| • Applications/ActivityNames/ContentProviders/ Receivers class names mangling | | X |
| Assets Encryption | | |
| • Internal application resources | X | |
| • WebView resources (html, js, css) | X | |
| • Cordova/PhoneGap resources (html, js, css) | X | |
| • DRM for media resources | X | |
| • Game engines resources | | X |
| • Support for external access to encrypted resources | | X |
| **INTEGRITY CONTROL** | | |
| Certificate Checks | X | |
| APK Content Checks | X | |
| Tamper Notifications | | X |
| **SSL Pinning** | | |
| SSL Connection Pinning | X | |
| WebView SSL Pinning | X | |
| Cordova/PhoneGap SSL Pinning | X | |
| **ENVIRONMENT CHECKS** | | |
| Emulator Detection | X | |
| Root Detection | X | |
| Jailbreak Detection | | X |
| Debug Detection | X | |
| Hooks Detection (xposed, luckypatcher) | | X |
| Custom Firmware Detection | | X |
| Wireless Security Status Monitoring | | X |
| **SUPPORT** | | |
| Response Time | 12h | |
| Requests per Month | Unlimited | |
| Custom Protection Schemes | | X |